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commit [0813299c586b175d7edb25f56412c54b812d0379](#) (patch)
tree [4f93755d40686123b5c038424c7fd8e8e8c1064f](#)
parent [172e344e6f82dc266cb65a69f4bed03428ea8a05](#) (diff)
download [linux-0813299c586b175d7edb25f56412c54b812d0379.tar.gz](#)

diff options

context:
space:
mode:

ext4: Fix possible corruption when moving a directory

When we are renaming a directory to a different directory, we need to update '..' entry in the moved directory. However nothing prevents moved directory from being modified and even converted from the inline format to the normal format. When such race happens the rename code gets confused and we crash. Fix the problem by locking the moved directory.

CC: stable@vger.kernel.org

Fixes: 32f7f22c0b52 ("ext4: let ext4_rename handle inline dir")

Signed-off-by: Jan Kara <jack@suse.cz>

Link: <https://lore.kernel.org/r/20230126112221.11866-1-jack@suse.cz>

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Diffstat

```
-rw-r--r-- fs/ext4/namei.c 11
```

1 files changed, 10 insertions, 1 deletions

diff --git a/fs/ext4/namei.c b/fs/ext4/namei.c

index dd28453d6ea322..270fbcba75b6a6 100644

--- a/fs/ext4/namei.c

+++ b/fs/ext4/namei.c

```
@@ -3872,9 +3872,16 @@ static int ext4_rename(struct user_namespace *mnt_userns, struct inode *old_dir,
                        if (new.dir != old.dir && EXT4_DIR_LINK_MAX(new.dir))
                                goto end_rename;
                }
                /*
                 * We need to protect against old.inode directory getting
                 * converted from inline directory format into a normal one.
                 */
                inode_lock_nested(old.inode, I_MUTEX_NONDIR2);
                retval = ext4_rename_dir_prepare(handle, &old);
                if (retval)
                if (retval) {
                        inode_unlock(old.inode);
                        goto end_rename;
                }
        }
        /*
         * If we're renaming a file within an inline_data dir and adding or
@@ -4006,6 +4013,8 @@ end_rename:
        } else {
                ext4_journal_stop(handle);
        }
        if (old.dir_bh)
                inode_unlock(old.inode);
        release_bh:
```

```
breuse(old.dir_bh);  
breuse(old.bh);
```